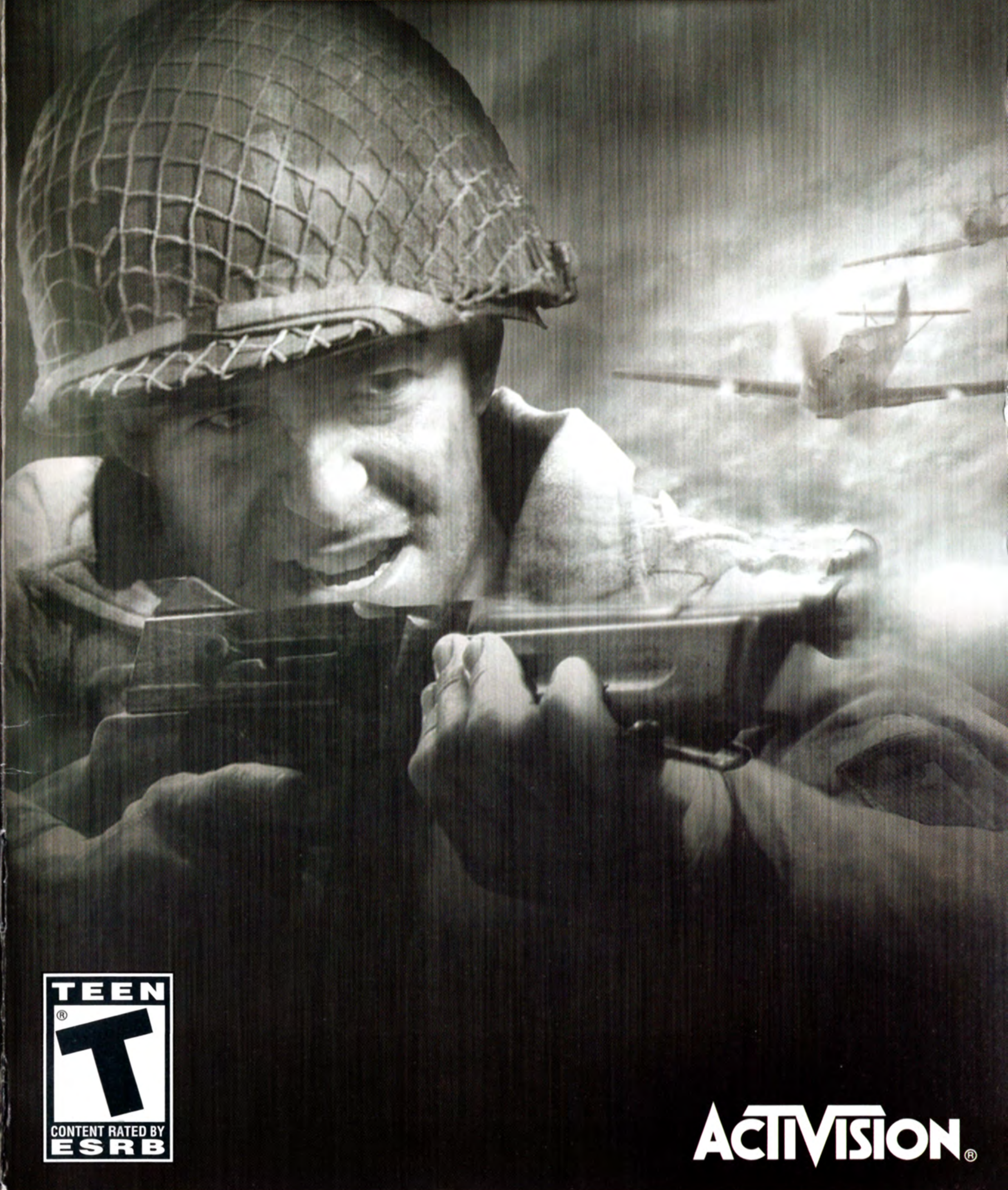
COLLECTOR'S EDITION

# CALL OF DUTY 2

## BIG RED ONE



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CONTENT RATED BY ESRB

ACTIVISION®

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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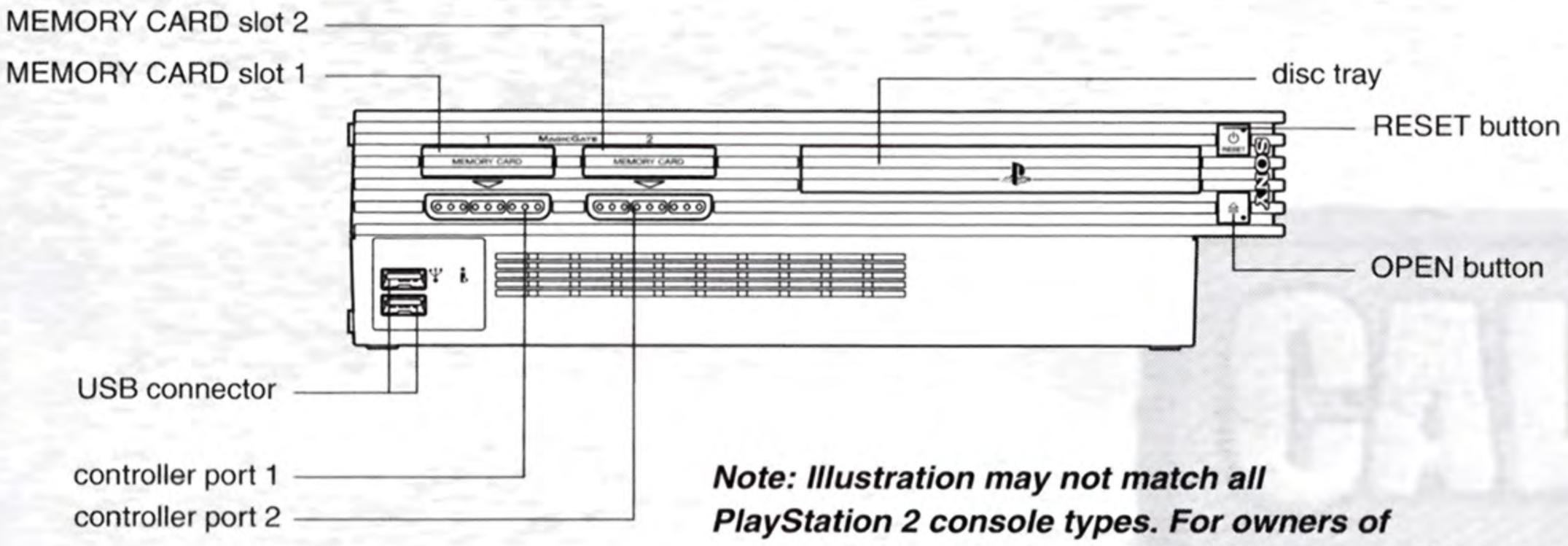
# GETTING STARTED




***Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the Call of Duty® *2: Big Red One* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on playing the game.

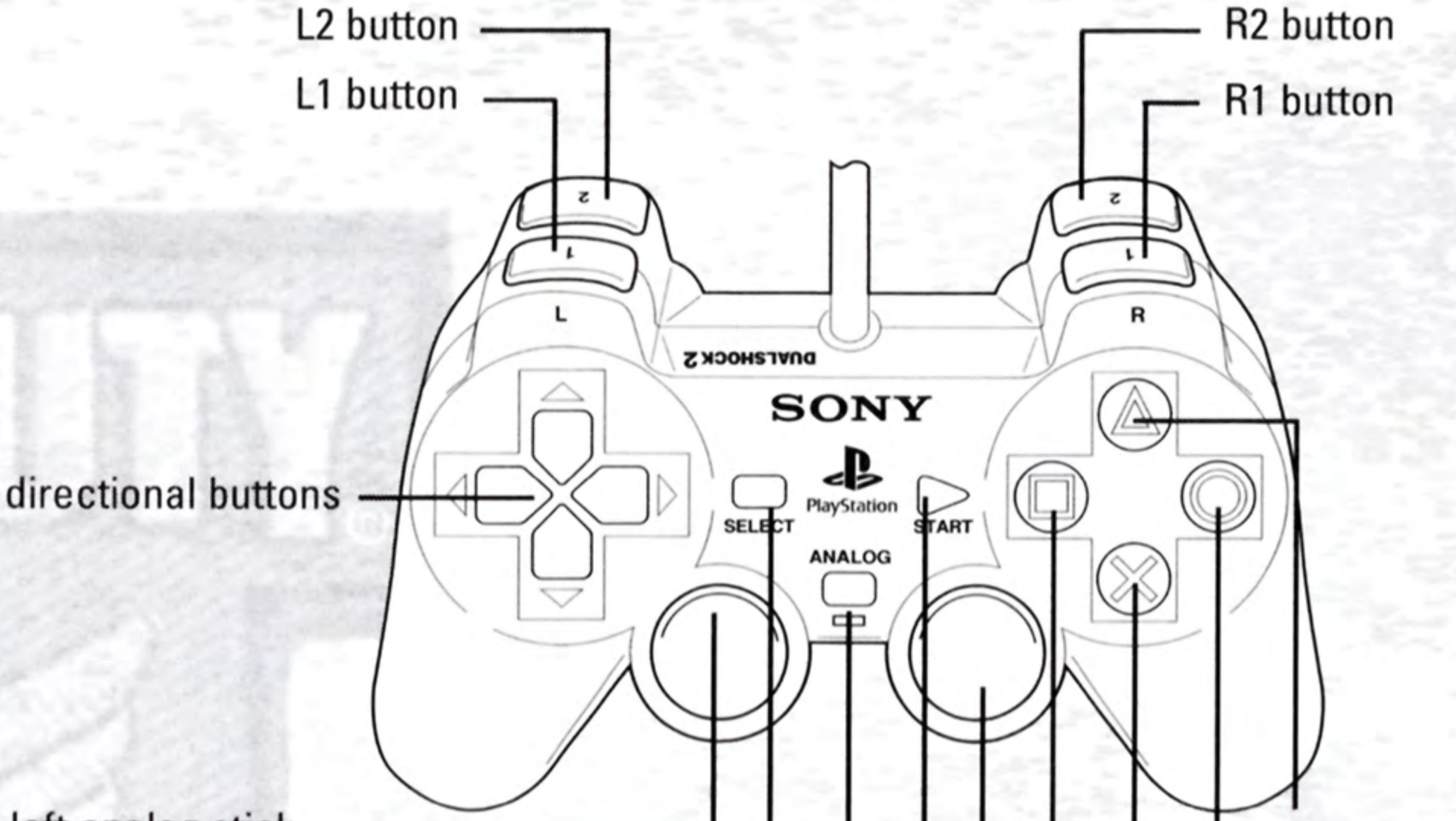
## MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

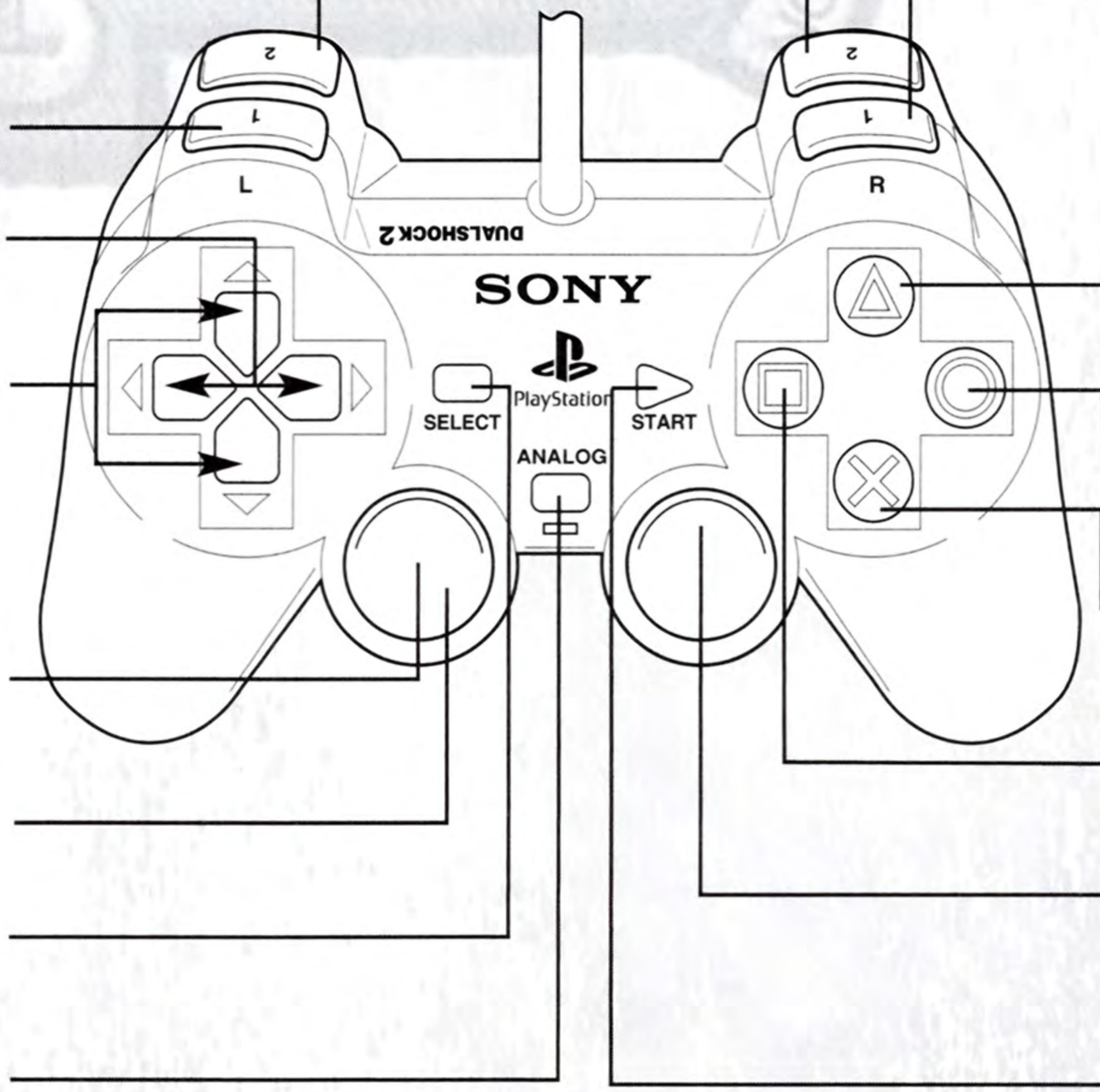
# STARTING UP

To select menu options, use the ↑ and ↓ directional buttons to navigate. Highlight the desired option and press the ✕ button to accept. To select a menu option, follow the on-screen button prompts and press the ✕ button to accept and the △ button to go back. *Call of Duty 2: Big Red One* supports the DUALSHOCK®2 analog controller. The left analog stick works the same as the directional buttons when navigating menu options.

# DUALSHOCK® ANALOG CONTROLLER



# DUALSHOCK®2 ANALOG CONTROLLER




**L2** button
**Throw Grenades**

**L1** button –
**Aim down the sight (ADS)**

(⬅ and ➡) directional button =
**Lean left or right**

(⬆ and ⬇) directional button –
**Switch between weapons**

left analog stick – **Move around–**
**push lightly to walk,**
**push all the way to run**

L3 button (when pushed down) –
**Click and hold to sprint (multiplayer only)**

SELECT button –
**Mission objectives (single player)**
**or Scoreboard (multiplayer**

ANALOG mode button

**R2** button – **Melee attack**

**R1** button – **Fire the current weapon**

△ button – **Change your stance up**
**or jump while standing**
**(prone to crouch to stand to jump)**

○ button – **Change your stance down**
**(stand to crouch to prone)**

✕ button – **Pick up items or**
**interact with the environment**

□ button – **Reload**

right analog stick – **Look around**

START button – **Pause and Options menu**

# DEFAULT CONTROL SCHEME

# INTRODUCTION

*No Mission Too Difficult*
*No Sacrifice Too Great*
*Duty First*

*—1st Infantry Division motto*

The First Expeditionary Division was officially organized on June 8, 1917, and the initial units sailed to Europe the following week. On July 6th, the unit was officially designated as the 1st Infantry Division. On the morning of October 23, the first American shells were launched in World War I. Two days later, the first American casualties of the war were suffered. Both were from the 1st.

Nicknamed the "Big Red One" for its distinctive patch prominently worn on the left shoulder, the Fighting First was the first American unit deployed to the Western Front in World War II. They were the first to liberate a European town, and the first to take a German city.

They faced off against Rommel's Afrika Korps, attacked Mussolini's Italian Corps armies, repelled the Hermann Göring Panzer Division and stormed Hitler's Fortress Europa. They were ordinary soldiers asked to overcome extraordinary challenges. They are the Big Red One.

In *Call of Duty 2: Big Red One*, you will fight side by side with your squad as history comes alive. Following the Fighting First into Africa, Sicily and Normandy, you'll need your buddies around you, and they'll need you. That's what war is about, and it's what *Call of Duty 2: Big Red One* is all about.

In war, no one fights alone.

# PROFILE MANAGER

After starting *Call of Duty 2: Big Red One*, you'll see the Profile Manager screen. If this is your first time playing, create a new profile by selecting an empty slot with the directional buttons and pressing the ⊗ button. Use the directional buttons to move the cursor and press the ⊗ button to select your profile name. When finished, select the door icon on the lower right of the screen.

# MAIN MENU

## SINGLE PLAYER

As members of the Big Red One, you and your squad will take part in many of the battles that changed the fate of the world. Take the fight to the Vichy French, Italian and German armies on land, sea and in the air!

## MULTIPLAYER

Take the war online! Get ready to fight with or against players from around the world in up to 16-player games! Please read the Multiplayer section to learn more about how to get started in *Call of Duty 2: Big Red One* online play.

## OPTIONS

In the options menu, you can customize your game settings.

### GAMEPLAY

- **Subtitles**—When this is On, subtitle text will appear for all cinematic voiceovers.
- **Crosshair**—Turn Off your crosshair for a greater challenge.
- **Friendly Tags**—Select On to view the name and rank of your allies when you target them.
- **Alternate Tank Control**—With this On, the tank will move in the direction the left thumbstick is pushed. With this Off, the left thumbstick controls the direction the chassis is facing, and pushing up or down actually moves the tank.
- **Enable ADS Toggle**—With this On, pressing the L1 button once enables ADS, which can then be disabled by a second press of the L1 button.

### CONTROLLER

- **Invert Aim**—When set to On, moving the right analog stick up makes your character look down, and vice versa.
- **Vibration**—Turn the controller vibration Off or On.
- **Horizontal Sensitivity**—Adjust your left and right look sensitivity.
- **Vertical Sensitivity**—Adjust your up and down look sensitivity.
- **Configuration**—Choose between four preconfigured controller settings.

### SCREEN

- **Size**—Select either 4:3 (normal) or 16:9 (widescreen) aspect ratios.

### SOUND

- **Channels**—Select Mono, Stereo or Dolby® ProLogic® II settings.
- **Volume**—Adjust the slider to change the volume.

## BONUS MATERIALS

All unlocked rewards can be found in this menu. Rewards are unlocked as single player missions are completed.

# PLAYING THE GAME

## SINGLE PLAYER

*"Once more the Big Red One was to carry the heavy end of our stick."*
—Lieutenant General Omar Bradley, commander of the U.S. First Army

In the single player campaign, you play as an untested Private in the Big Red One. Thrown into combat for the first time, you'll learn to rely on your squad to survive. The success of your squad and the completion of your mission depend on how well you move, how well you shoot and, perhaps most importantly, how well you keep your wits about you.

Each mission starts with a briefing from your commanding officer, explaining the current situation and mission goals. Listen carefully—this information may save your life.

## SQUAD MEMBERS

**Sgt. Glenn "Hawk" Hawkins**—Born and raised in Duluth, Minnesota, Sgt. Hawkins supported his mother and two sisters through high school after their father headed off to work one morning and never returned. He has a stoic demeanor and is known as a man of few words. Sgt. Hawkins does have a dry wit that occasionally surfaces, helping him bond with his men. At age 31, he's very strong from years of manual labor in the steel mills.

**Pvt. Alvin "Brooklyn" Bloomfield**—Despite his nickname, Pvt. Bloomfield, 22 years old, was born and raised in the Bronx. He was the youngest of a large Jewish family where his mother kept the house while his father ran a small neighborhood market. A huge baseball fan, Pvt. Bloomfield would skip school whenever possible to watch his idol Joe DiMaggio play ball. He freely admits he "ain't got the smarts" and says he enlisted so he wouldn't have to go to college. He originally wanted to join the Air Force but was too short.

**Pvt. Stephen Kelly**—Originally from Bridgeport, Connecticut, Pvt. Kelly led an affluent life as the only child of a highly respected surgeon. Graduating at the top of his class, he went on to study English and French literature at Yale University before being drafted after his second year at school. Ever since he was a kid, Pvt. Kelly loved to read, and has diligently kept a detailed journal of his thoughts. A thin 20-year-old kid with a pale complexion and red hair, Pvt. Kelly is in relatively good shape and wears glasses.

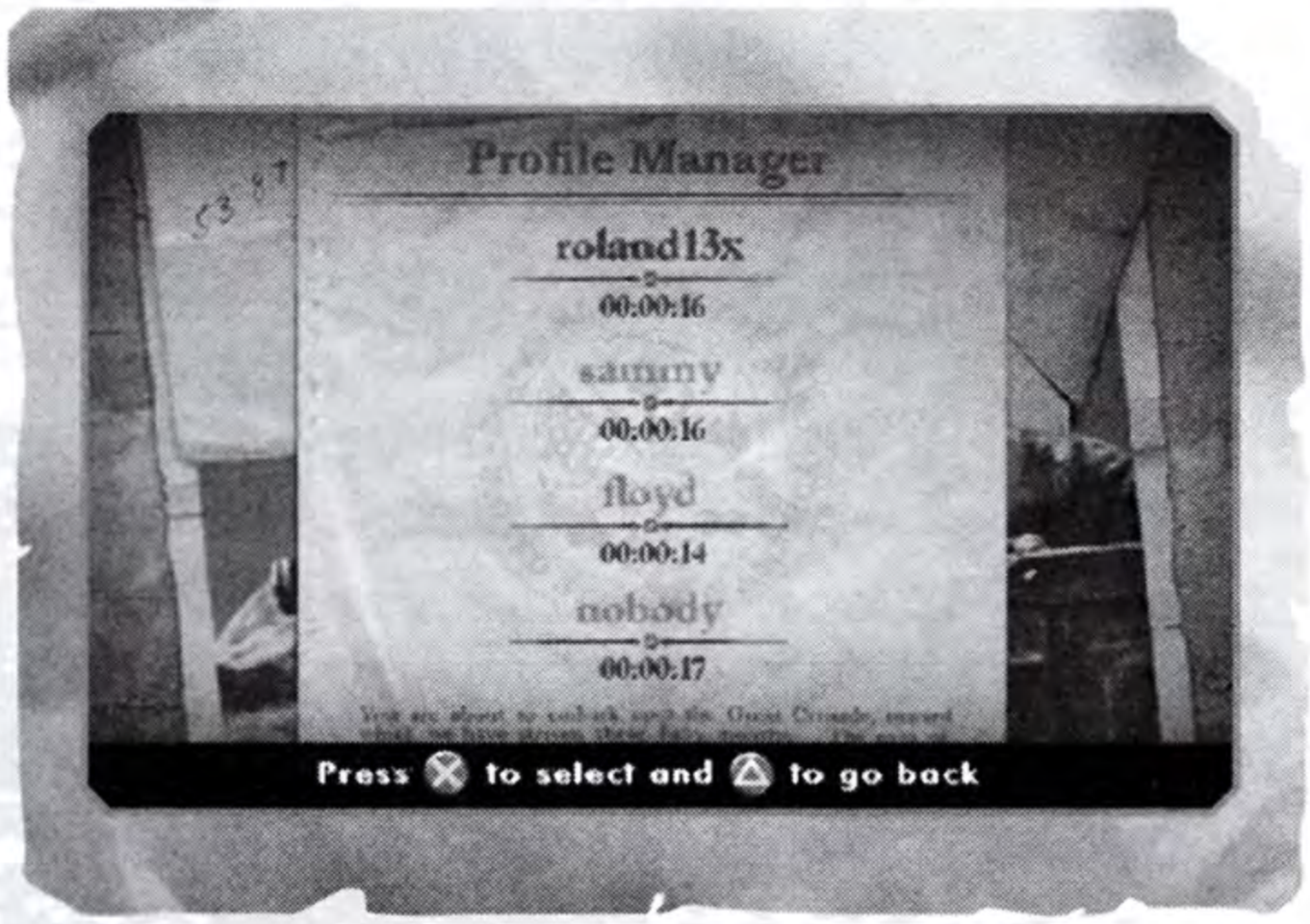
**Pvt. Victor "Vic" Denley**—Denley spent his formative years in the small town of Jean, Texas, (population 300) where his father was a mechanic who ran the local filling station. He attended high school nearby in Wichita Falls, and while he never made much of a mark with his grades, he made one hell of a linebacker for the state-ranked Bulldogs. He enlisted the first day he could with the full intention of "tearin' off Hitler's mustache and shovin' it up his..." Despite his enthusiasm, he's also a notoriously bad shot—it once took him an entire clip to hit a practice target that was only 45 feet away. At age 25, Pvt. Denley has tree trunk legs and a thick torso to match.

**Lt. Norman Delaney**—Originally from Chicago, Lt. Delaney was a born leader. His father, a decorated WWI Lieutenant, encouraged his son to take on the challenge of West Point's demanding curriculum. He quickly excelled there, and became obsessed with the tactics of war. One thing that sets Lt. Delaney apart is his ability to somehow remember the names and stories of every single grunt under his command. This personal touch engenders confidence in his men.

**Pvt. John Jackson "Schmitty" Smith**—Born and raised just outside of Cleveland, Pvt. Smith was always good with his hands. His father worked in a bank and his mother was an elementary school teacher, but Smith was never happy unless he was fixing a piece of machinery. Long before the war in Europe, Pvt. Smith was stationed as a mechanic in an Artillery Division where he fixed guns and vehicles for several years. However, the 1st Infantry needed replacements, and he suddenly found himself heading to battle without a single day of combat training. Pvt. Smith was in pretty good shape at age 28 when the war started, but his time behind the scenes fixing busted up machinery has left him a bit doughy.

## SAVING & LOADING

To save a game, you'll need at least 42KB of free space available on your memory card (8 MB) (for PlayStation®2). To check your free memory and/or delete existing games, use the PlayStation®2 Internal Memory Card Manager.

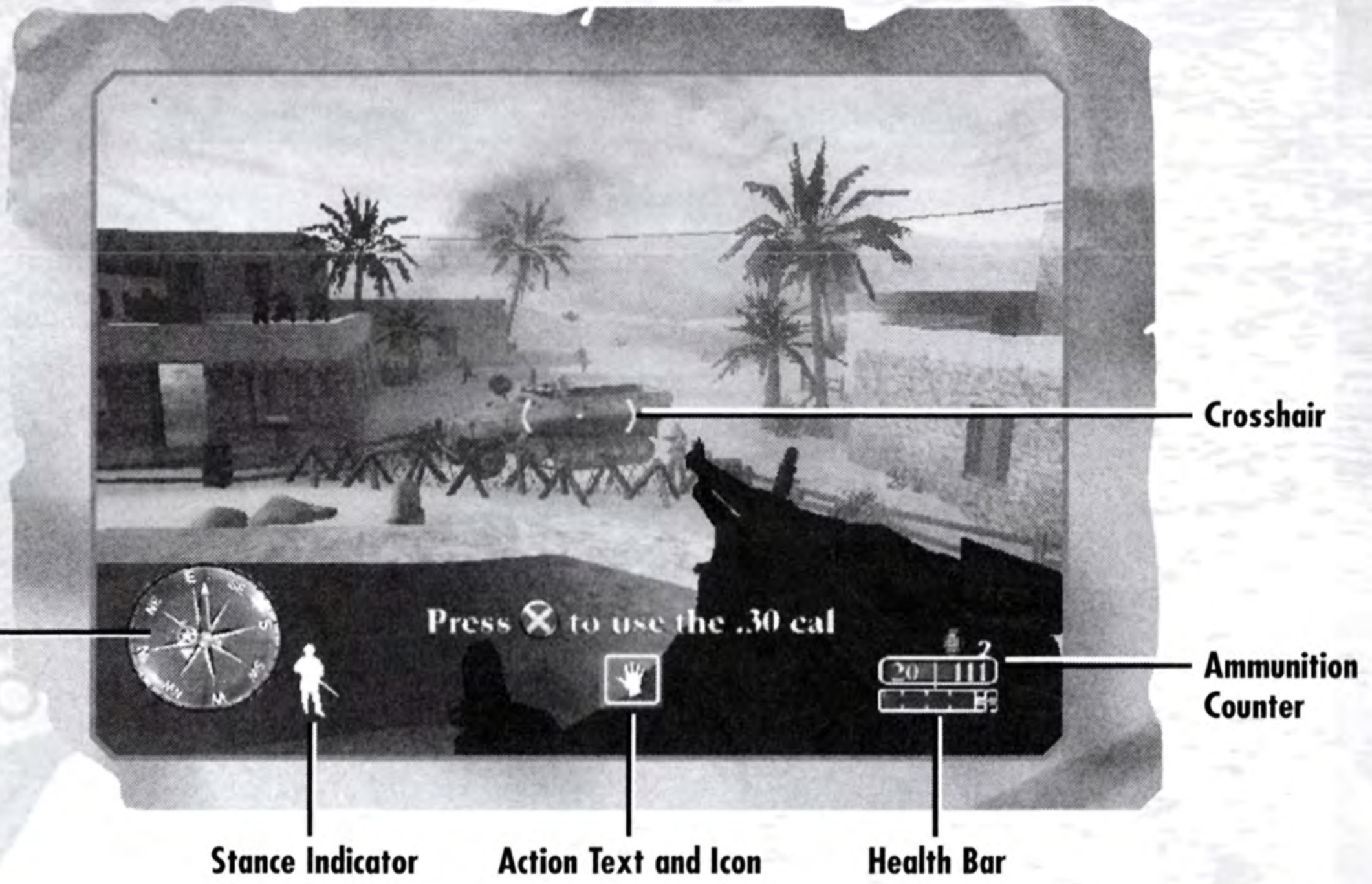


Temporary checkpoints are available throughout each mission as you progress. A message appears when these automatic checkpoints are reached.

If you die, you can restart at the last checkpoint passed. Once a mission has been completed, it unlocks on the Single Player Chapter Select screen. If you quit during a mission, you'll restart at the beginning of that mission the next time you play. Each profile has its progress saved separately.

**Difficulty Level**—Choose between Easy, Normal or Hard difficulties when starting a new game.

# IN-GAME DISPLAY




**Compass**—The compass is useful for navigating your surroundings and getting your bearings. Your current objective is displayed as a star, which gets closer to the center of the compass as you approach it. The small green arrows indicate your allies and the direction they're facing. The small red dots show the locations of nearby enemies, though only when they make their presence known.

**Stance Indicator**—The icon displays the figure as standing, crouching or prone depending on the stance selected.

**Action Text and Icon**—Whenever you're standing near an item that can be picked up or used, this icon appears along with a description of your possible actions. This includes picking up health or weapons, operating a stationary gun or getting into a vehicle.

**Health Bar**—This bar indicates your current health status. The bar reduces in size as you lose health. Once the bar is empty, you're officially killed in action. Throughout your journey you'll encounter various types of health kits. Walk over a health kit or get near it and press the ⊗ button to pick it up for a quick boost of health.

**Ammunition Counter**—The box above the health bar is your ammunition counter. The first number indicates the number of rounds in your current weapon's clip. The second number indicates the total number of available bullets for the current weapon. The number of remaining grenades is shown above the ammunition counter.

**Crosshair**—Use your crosshair to aim your weapon. When you run or walk, the crosshair widens, indicating the lack of accuracy that comes from attempting to aim while moving. The wider the crosshair, the less accurate your shots will be. When you stop moving, you automatically steady your weapon and the crosshair narrows. It's often wisest to fire when completely stopped to ensure accurate shots. Crouching or lying prone also keeps the crosshair focused, and it's advisable to use these positions whenever possible.

**Damage Indicator**—Anytime you take damage, a red marker appears around the center of the screen, indicating the direction from which you're being attacked.

**Mission Objectives**—Throughout your campaign, mission objectives change dramatically depending on the situation. Press the SELECT button to show your mission objectives and get a status on each one. Incomplete or in-progress mission objectives appear in green text. Completed mission objectives appear in grayed-out text.

## MOVEMENT

**Walking and Running**—Though walking is slower than running, walking allows you to shoot more accurately (your crosshair doesn't widen as much as when running). Move the left analog stick slightly to walk, or move it all the way to run.

**Looking/Turning Around**—Move the right analog stick to look around without moving. Keep in mind that you can adjust your horizontal and vertical sensitivity from the Controls screen found in the Options menu.

**Crouching and Going Prone**—As soon as you enter your first battle, you'll find that a soldier who stands around often winds up dead. A shrewd player makes use of both the crouch and prone stance positions in the thick of battle to keep cover, avoid enemy fire and move without exposing himself to danger. Keep in mind that while crouched or prone, you'll be harder to hit, but won't move as fast as when standing. Additionally, when prone, you'll crawl on your belly at a very slow pace and won't be able to fire at all while moving.

**Jumping**—Press the △ button while standing to perform a jump. Use this maneuver to navigate the terrain or reach areas that would otherwise be inaccessible.

# WEAPON CONTROLS

**Firing Your Weapon**—To fire your currently selected weapon, press the R1 button. Some weapons are fully automatic (they continue to fire as long as you hold the R1 button) and some are semi-automatic or have single-shot capabilities (each press of the R1 button produces a shot). In general, it's best to fire the automatic weapons in short bursts to increase your accuracy.

**Ammo and Reloading**—If a weapon runs out of ammo, you'll automatically reload. You can perform a manual reload at any time by pressing the ■ button, as long as you have extra ammo for that weapon. You won't lose the bullets in a partially full clip when you reload, so it's often safest to have a fully loaded clip at all times. If you're running low on ammo, pick up extra ammo from a fallen comrade's weapon of the same type by walking over it. You can also use weapons from fallen enemy troops.

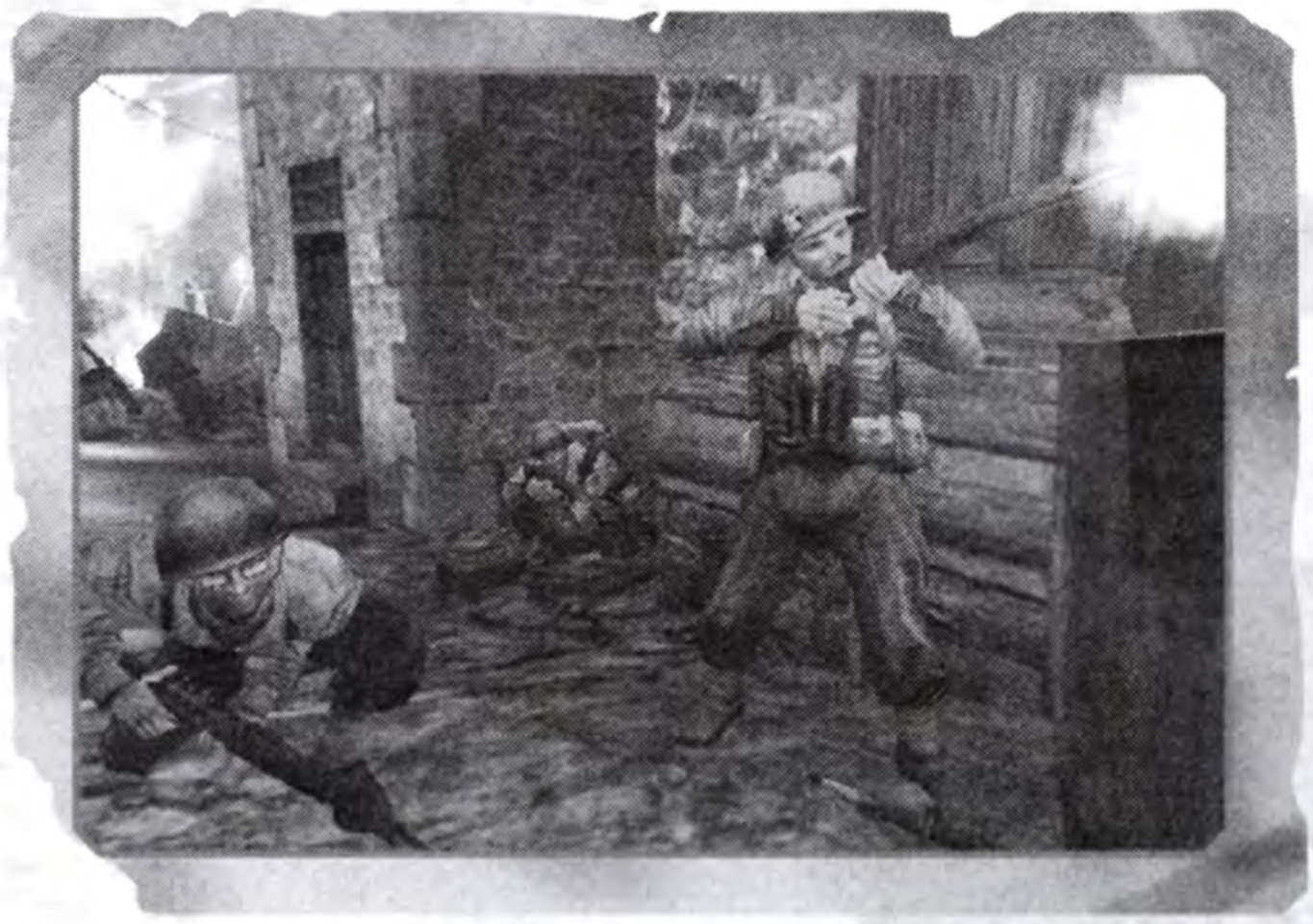
**Aiming Down the Sight (ADS)**—To aim down the sight, press the L1 button. This brings the weapon up from your hip to your face so you can look down the sight (or look through the scope in the case of scoped rifles). Aiming down the sight gives you a slight zoom effect, enabling you to be significantly more accurate. However, when aiming down the sight, you move slower than normal. ADS can be performed on many mounted MGs and other turrets.

**Leaning**—To lean, press the ⬅ or ➡ directional button. The ability to lean around corners and obstacles is essential to your survival. Leaning minimizes your exposure in potentially dangerous situations and allows you to look into rooms, around corners and otherwise peek from behind cover to survey the situation. You can also fire while leaning, though you can still be seen and fired upon.

**Throwing Grenades**—Toss a grenade by pressing the L2 button. Be careful of the large blast radius; you can easily hurt nearby allies or yourself. Grenades are highly effective at scattering groups of enemy troops or forcing them to abandon their cover. You can "cook" the grenade by pressing and holding the L2 button for a few seconds before releasing it. This allows you to time the explosion so the enemy won't be able to escape or throw the grenade back. M2 fragmentation grenades have a slightly unpredictable fuse that lasts roughly four seconds, so be sure you've tossed it before then!

**Melee Attack**—Sometimes the proximity of your enemies makes it difficult to aim your weapon and defend yourself properly. For these close-quarter situations, you have a melee attack that allows you to strike the enemy at close range with the butt end of your weapon. Press the R2 button for a melee attack.

**Swapping Weapons**—You can usually only carry two weapons at a time (not including grenades). If you see a weapon you want to pick up, walk over to it until you see the weapon pick-up icon, then press the ⊗ button to pick the item up. If you already have two weapons in your inventory, you'll be swapping your current weapon for the new one.



**Switching Weapons**—You can quickly switch between your weapons by pressing the ⬆ and ⬇ directional buttons.

**Deploying Machine Guns**—Throughout the game you'll come across machine guns with bipods. Although these weapons are hard to shoot while moving, you can deploy the bipod, which greatly increases their accuracy but prevents you from moving. To deploy the bipod, get down to the prone position and press the L1 button. Pressing the L1 button again retracts the bipod and allows you to move normally.

**Stationary Weapons**—To use a stationary weapon (such as an MG42), move up to the weapon until you see the stationary weapon icon. Press the ⊗ button to mount the weapon and fire with the R1 button. Press the ⊗ button again to dismount from the weapon. Many weapons will eventually overheat after lengthy firing periods. Be sure to lay off the trigger to allow the barrel to cool down.

**Commanding a Tank**—The use of armor in combat can often turn the tide of battle. Without tank support, infantry is completely vulnerable to enemy fire. While in a tank, press the R1 button for the main cannon, and press the R2 button for the coaxial machine gun. Use the right analog stick to rotate the turret and use the left analog stick to move the tank itself. Press the L1 button to toggle your view to inside the tank.

# MULTIPLAYER

*Call of Duty 2: Big Red One* must be played over a broadband Internet connection (DSL, cable modem or higher speeds).

This Software uses DNAS (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. (SCEI). DNAS retrieves information about a users hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. A Publisher can combine this information with personally identifying information from the Publishers records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publishers privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America (SCEA) and their affiliates cannot guarantee the continuous operation of the DNAS servers. SCEA shall not be liable for any delay or failure of the DNAS servers to perform. If you receive a message during login identifying a DNAS authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning DNAS, visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the users affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

*Note: By joining an online session, you must leave the Activision-controlled environment in* Call of Duty 2: Big Red One. *The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself.*

## SETUP

*"The trouble with the Big Red One is that it thinks the U.S. Army consists of the 1st Infantry Division and ten million replacements."*
—Anonymous

Ready to bring the war against opponents from around the world? To play *Call of Duty 2: Big Red One* online, you'll need a Network Adaptor® (Ethernet/modem) (for PlayStation®2) and an Internet service provider. Before playing online, a valid network configuration file must be created and saved to the memory card (8MB) (for PlayStation®2) using the Network Adaptor Start-up disc.

## GETTING INTO THE GAME

Once your hardware is connected and properly configured, you're ready to go online. Select Multiplayer from the Main Menu. Select your valid network configuration setting and then

select Connect to Network. Your PlayStation®2 computer entertainment system will attempt to verify your network settings and connect. Choose either Play Online (to connect to games over the Internet) or Play LAN Game (to connect to games over a local network). If you're playing online, you need to accept the End User License Agreement before you can continue.

## VOICE CHAT

Depending on the game type, during multiplayer games you'll be able to chat with your teammates. Once you connect your USB headset to the PlayStation®2 computer entertainment system, the voice chat function is automatically activated. The voice chat feature uses a proximity detection system, so you'll only be able to talk to or hear players within your general area.

## INSTANT ACTION

This is the fastest way into the action. Once this option is selected, you'll be able to select which game type you'd like to play and be automatically shown available games.

## FIND SESSION

Select this option to find and join a specific game. From this menu, you can specify game type, the number of players, the map you want to play on and other options. A list of games matching your criteria will be presented so you can pick the game of your choice.

## CREATE SESSION

This option allows you to create and host a game. Once your game has been created, other players will see this information in the Session List and can attempt to join it. When starting a game, you'll get the following options:

- **Game Type**—Choose the type of game you want to set up. See the Game Types section for more information.
- **Starting Map**—Choose the map you want to play on.
- **Map Rotation**—This determines what map will be played once the current game has been completed (when the score or time limit has been reached).
- **Time Limit**—This sets how long each game will last in minutes. Once this time limit is reached, the game ends.

- **Score Limit**—This sets the number of points needed for a victory in a Deathmatch or Team Deathmatch game. For a Capture the Flag game, this number will be the Capture Limit. Once this score is reached, the game ends.
- **Round Limit**—Select the number of rounds each game will last.
- **Session Name**—Set the name of your game as it will appear in the Session List to other players.

Press the ◉ button to bring up the Advanced Options for each game type. Please note that not all options are available for each game type.

- **Friendly Fire**—With this setting enabled, players on the same team will be able to damage each other. Watch your fire!
- **Respawn Time**—Depending on this setting (measured in seconds), players will be forced to wait before they're able to respawn.
- **Max Players**—Select the maximum number of players allowed to join your game.
- **Last Man Standing**—This option gives each player only one life. Once you've been killed, you'll be unable to play again until the current game ends. Note that this option is unchangeable for some game types.

## OPTIONS

You can change your gameplay and other settings from this menu.

## PLAYING THE GAME

The Multiplayer game controls are the same as those for Single Player, with a few additions. Press the ▬ SELECT button to bring up the scoreboard. Pressing the ▶ START button brings up the In-Game menu with the following options:

- **Select Weapon**—Select the weapon you want from the available weapons. You will get the new weapon once you've been killed and respawned. Each side has their own selection of weapons.
- **Switch Team**—Use this option to select which team to join. Your choice affects the kind of weapons available to you.
- **Host Options**—This only appears for the host. The host can change the game settings by selecting Change Settings. Once changes are made, the host can decide to save the changes for later (they will go into effect for the next game) or apply the changes now (which may end the current game and restart with the changes made). The host can also kick a player if the need arises.
- **Call Vote**—Selecting Call Vote allows a player to call a vote to kick a player, change the map or change the game type. All players will be notified when a vote has been called.

- **Respond to Vote**—Once a vote has been called, select this option to allow players to vote.
- **Options**—Change your game options in this menu.
- **Suicide**—If the worst should happen, use this option to kill your player.
- **Quit**—Exit the game to the Multiplayer main menu.

**Sprinting**—Press and hold the **L3** button to sprint. The stance indicator displays how much sprint time is remaining. Once your stamina is depleted, you'll automatically stop sprinting and the indicator will slowly refill. You cannot fire your weapon while sprinting.

## BATTLEFIELD PROMOTIONS

Multiplayer games feature a battlefield promotion system that rewards players for their individual and team-based success. New ranks are awarded when you achieve a certain number of points, which are given for achieving objectives, leading or assisting the capture of a flag and killing enemies. As your rank increases, you will be able to carry more equipment (i.e., more grenades, ammo) as well as get access to special weapons listed below. Note that different weapon load-outs have different rank rewards, and higher ranks have faster recharge times on the special weapons.

- **Artillery Strike**—You can use the binoculars to call in an artillery strike. Equip the binoculars, go into ADS mode, aim where you want the strike and press the **R1** button.
- **Health Pack**—Once fully recharged, select the health pack and press **R1** to drop it to heal yourself or your teammates.
- **Ammo Pack**—Once fully recharged, select the ammo pack and press **R1** to drop it to restock your or your teammate's ammo.
- **Satchel Charge**—Once fully recharged, select the satchel charge and pull the right trigger to throw it. They are significantly more powerful than grenades and can also be "cooked."

# HELPFUL TIPS

**Nobody Makes It Alone**—Success in *Call of Duty 2: Big Red One* relies on a well-coordinated and cooperative squad. Your squadmates help fight the enemy by providing cover fire and assisting to eliminate threats. Above all, listen to your squad leader! Do exactly what he says, and you'll stay alive.

**Know When to Be the Hero**—The soldier who runs into the thick of battle with guns ablaze often winds up dead. Although you'll frequently be called upon to make split-second

decisions, a levelheaded and patient warrior is the one who returns home to his family. Remember that a deadly threat could be lurking around any corner, wall, window or rock. Stay alert, move deliberately and don't try anything stupid.

**Use Cover**—Every battle environment you encounter will have a range of available locations to keep out of sight and out of the path of incoming bullets. Crouch and crawl behind solid cover as much as possible—you never know when new threats will spot you, and you can be sure Gerry won't hesitate to shoot you down in your tracks.

**Stay Mobile**—Think you found a good spot for cover? That may change in a matter of seconds. Although pausing to regroup, assess threats, reload weapons or replenish health is always necessary, don't stay in one location for too long. You never know when the enemy may discover you and compromise what you thought was a safe location. If you hear artillery or mortar fire in the distance, stay mobile. You may not survive if a stray shell lands near you.

**Be Thorough**—Clear buildings and combat areas with a meticulous and thorough search. Enemies may lie in silence, waiting for you or your squad to get careless. Be prepared to expect just about anything behind every door.

**Reloading**—Always reload your weapon after a firefight so you can be as prepared as possible for the next engagement. Another enemy could be just around the corner, and entering a conflict with low ammunition could cost you your life.

**Leaning**—When progressing through combat areas, use your Leaning ability to peer around walls, doors, windows and other obstacles. You'll be harder to see and harder to shoot should enemies be on the other side. You can also lean around obstacles to fire on the enemy, getting the jump on your targets and suppressing threats as quickly and safely as possible.

**Stance**—Be mindful of your stance at all times. Soldiers that walk tall on the battlefield often find themselves coming home in a box. Crouching or lying prone keeps your profile low, making you harder to see, and more importantly, harder to shoot.

**Grenades**—Using grenades to soften up enemy positions will often be the difference between success and failure. Although you have an extremely limited supply at the onset of a mission, enemy grenades can sometimes be found in the battlefield.

**Sprinting**—In multiplayer-only games, master the ability to sprint from cover point to cover point. Practice crouching behind cover, standing up, sprinting to another cover point, then quickly crouching or lying prone. Enemies may fire at you, but your speed makes you a more difficult target to hit.

**Multiplayer Vehicles**—Learn the nuances of the vehicles, as well as the map choke points that can allow a well-equipped bazooka-toting soldier to disable your vehicle. Always remember that a single cunning enemy can destroy the most powerful tank.

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This game is dedicated to the members of the Big Red One and their families. We will never forget your courage, dedication and sacrifice. Duty First.

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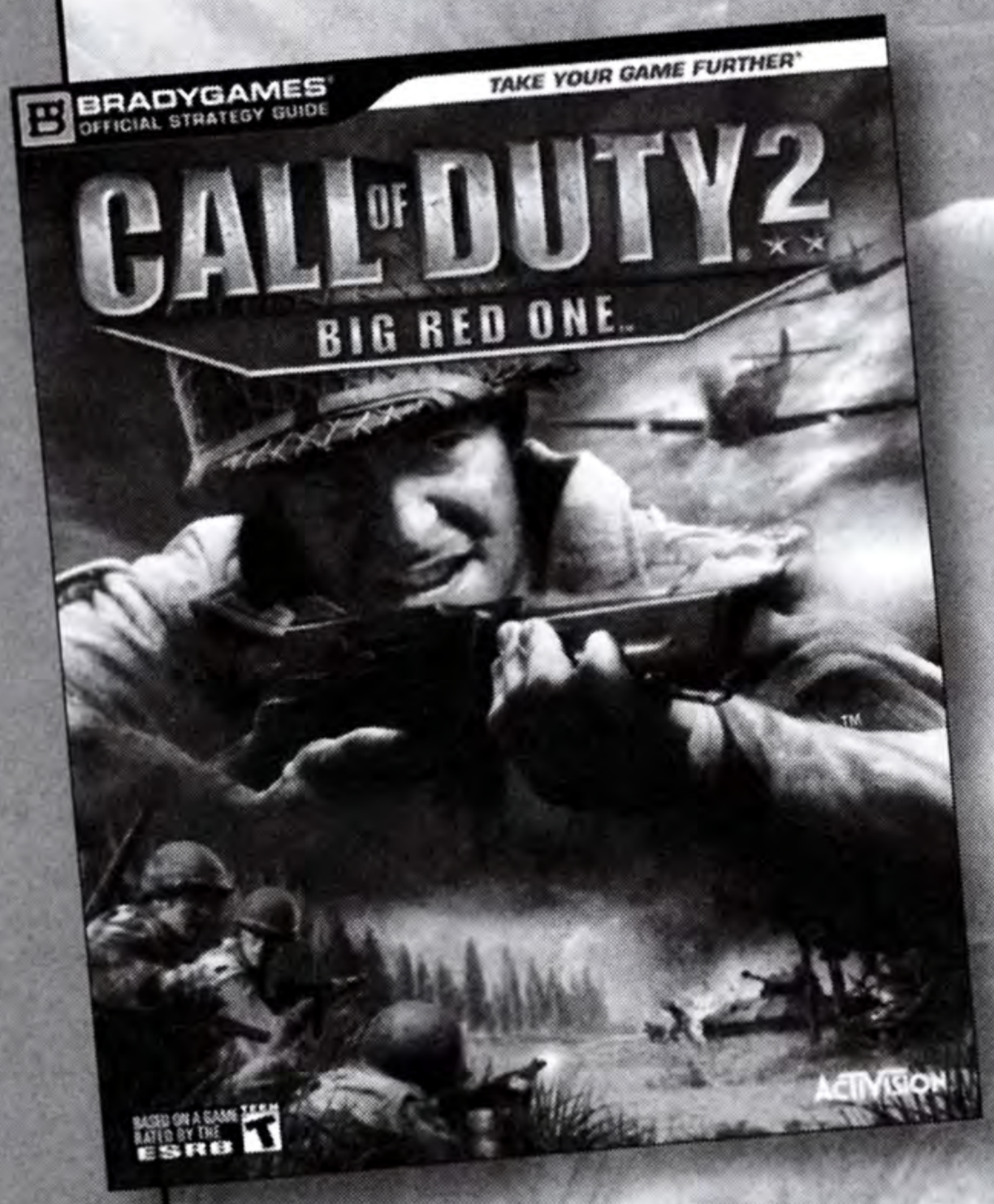


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